

FIG. I PRIOR ART

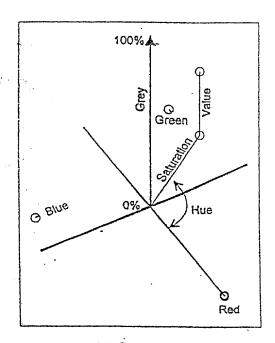


FIG. 2 PRIOR ART

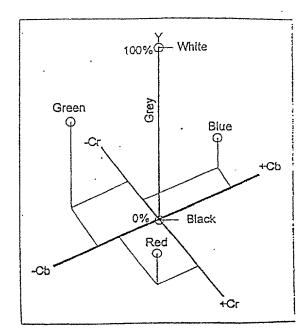


FIG. 3 PRIOR ART



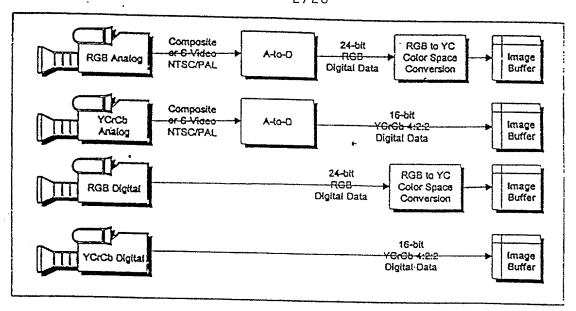


FIG. 4

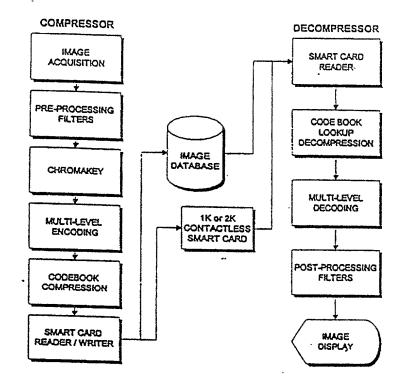


FIG. 5

If all pixels are within a specified threshold, the output is the average of the four pixels, two on each side of the target.

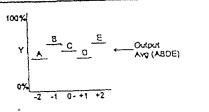


FIG. 6

If the two pixels 100% B E Output C are within a specified threshold and both sides ox themselves are -2 -1 0 +1 +2 within the

threshold; the target pixel is considered to be impulse noise. The output is the average of the two pixels on each side of the target.

FIG. 7

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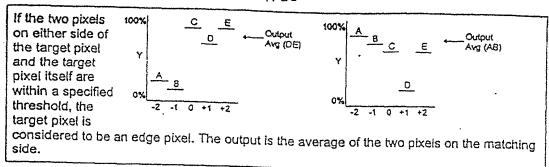


FIG. 8

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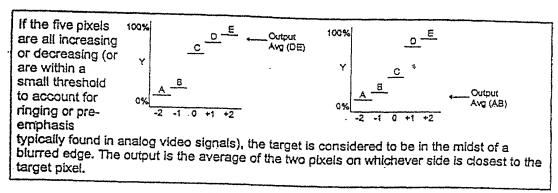
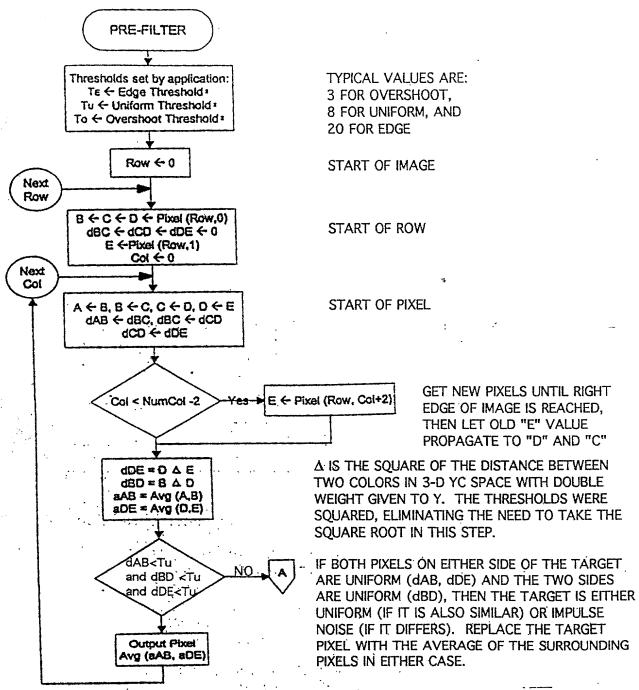


FIG. 9



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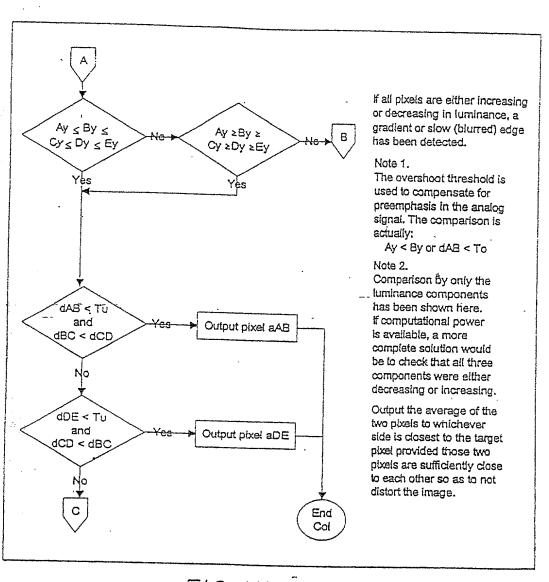
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FIG. 11A



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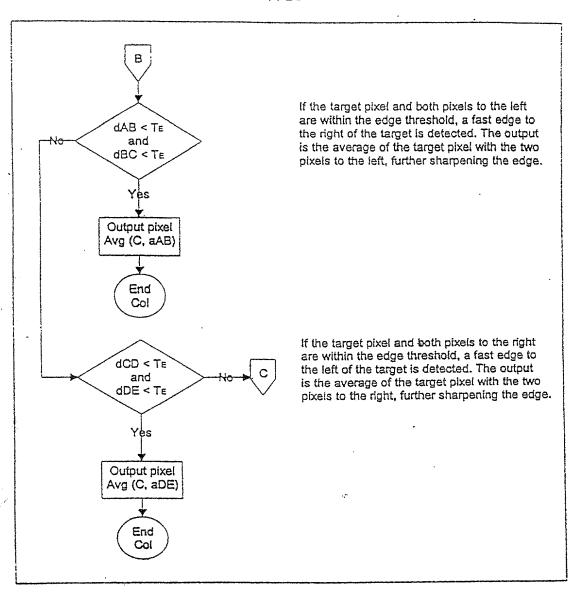
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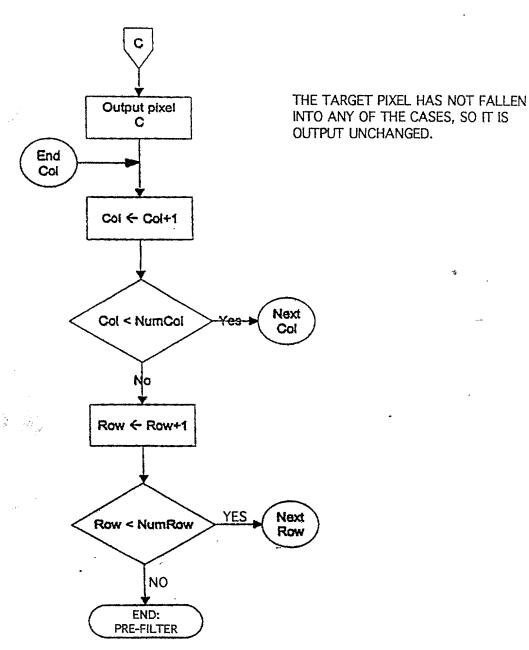
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FIG. 11B



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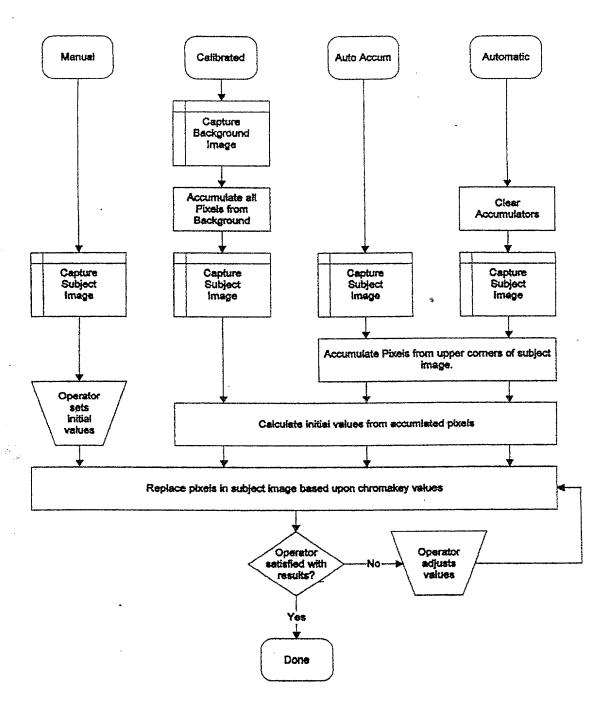
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FIG. 11D



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FIG. 11E

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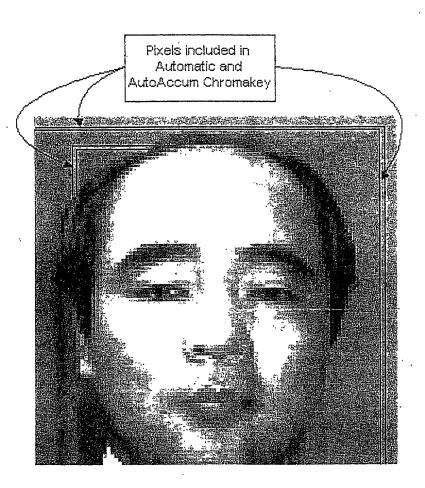
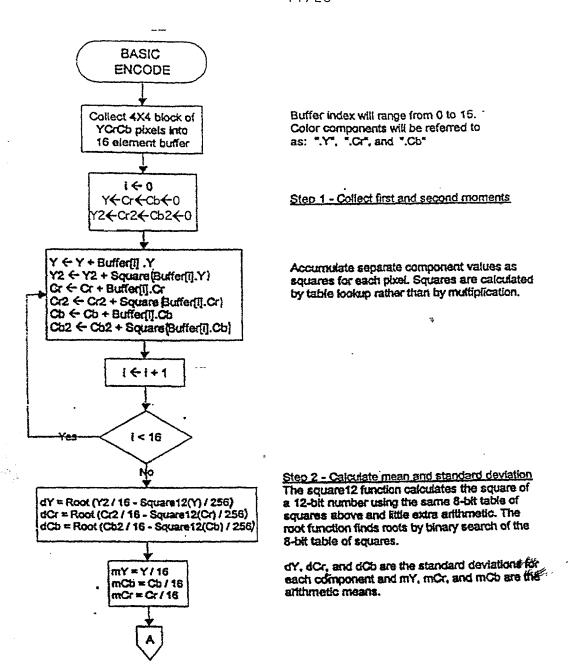


FIG. 11F



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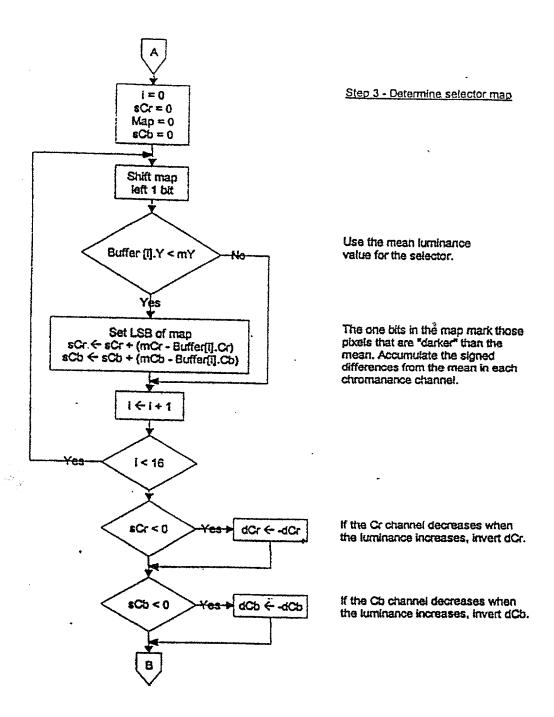
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FIG. 12A



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FIG. 12B

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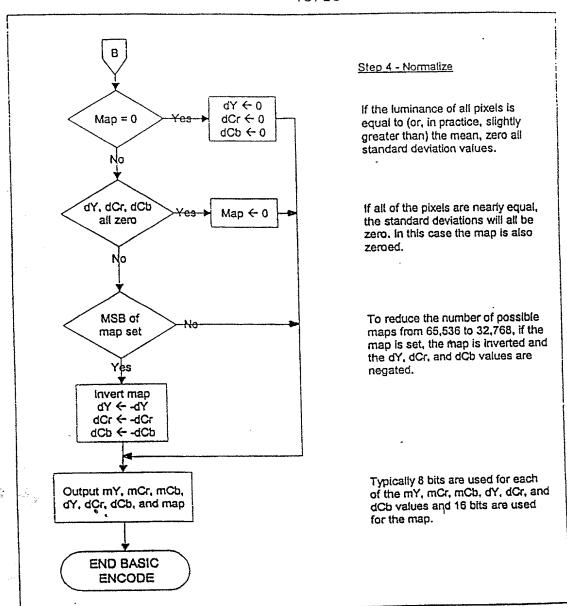


FIG. 12C -

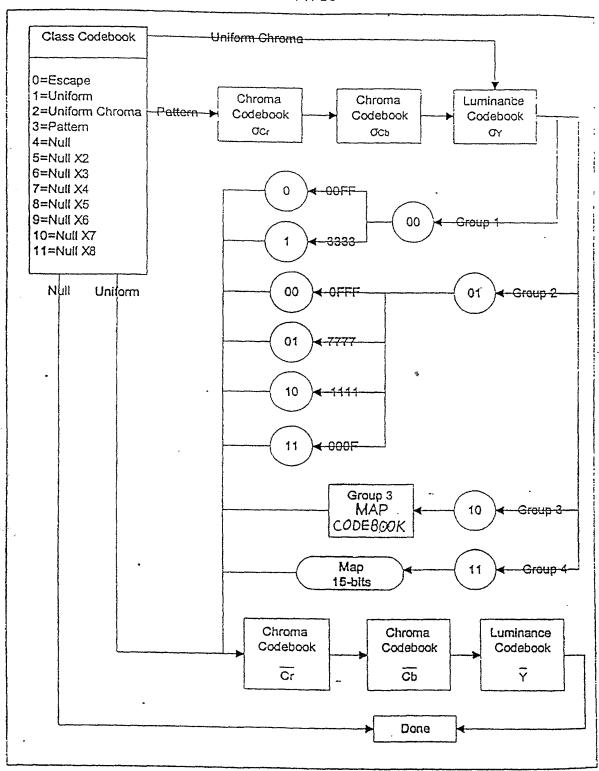


FIG. 13

COMPRESS BLOCK

COLLECT DATA FOR THIS BLOCK:

TYUNI - UNIFORM LUMINANCE THRESHOLD

TCUNI - UNIFORM CHROMINANCE THRESHOLD

TMAP - MAP ERROR THRESHOLD

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BYPAT ← PATTERN LUMINANCE BITS

DUPAT - PATTERN CHROMINANCE DIT

BYUNI - UNIFORM LUMINANCE BITS

mY → BLOCK MEAN LUMINANCE

mCr _ ← BLOCK MEAN Cr CHANNEL

mCb → BLOCK MEAN Cb CHANNEL

dY ←BLOCK STD. DEV. LUMINANCE

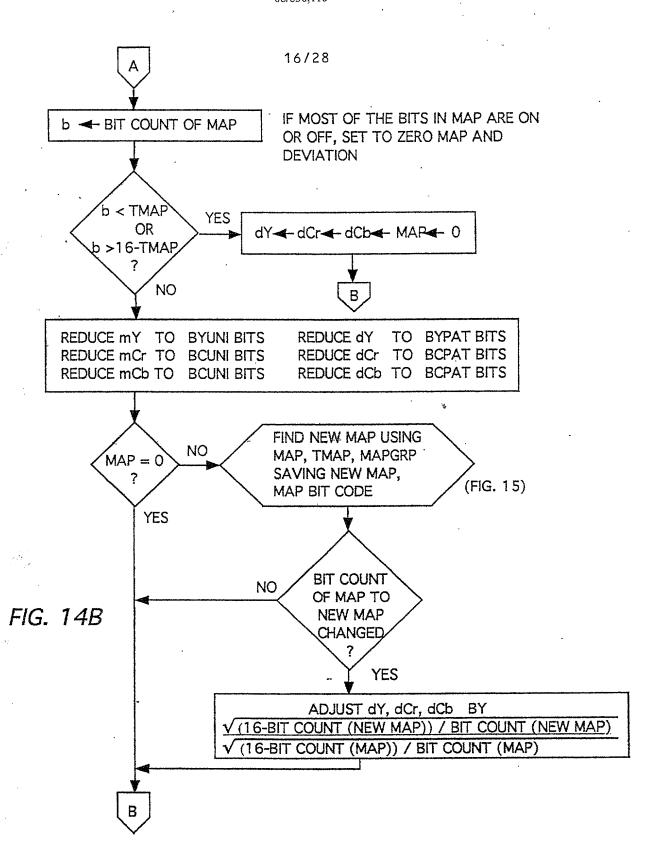
dCb ← BLOCK STD. DEV. Cb CHANNEL

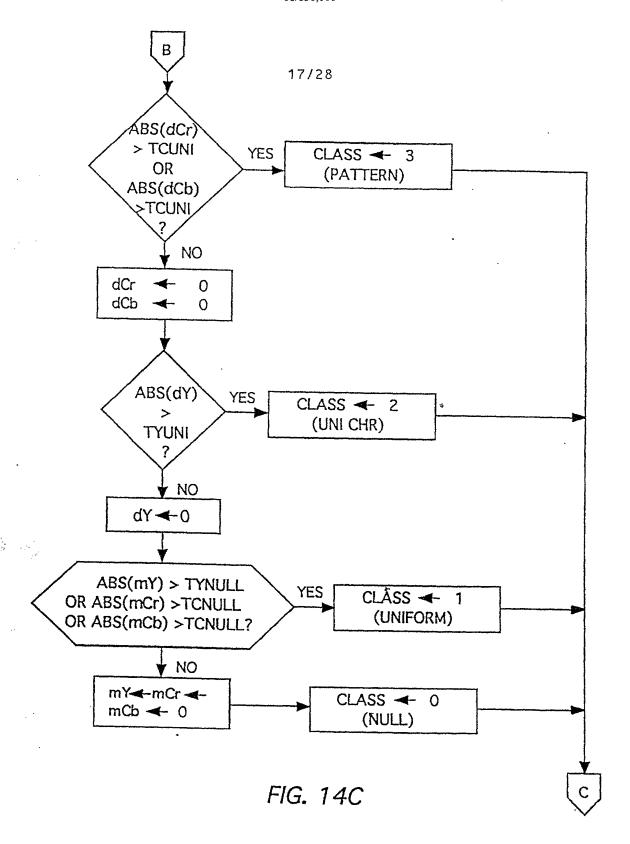
MAP ← BLOCK SELECTION MAP

INITIALIZE VALUES:

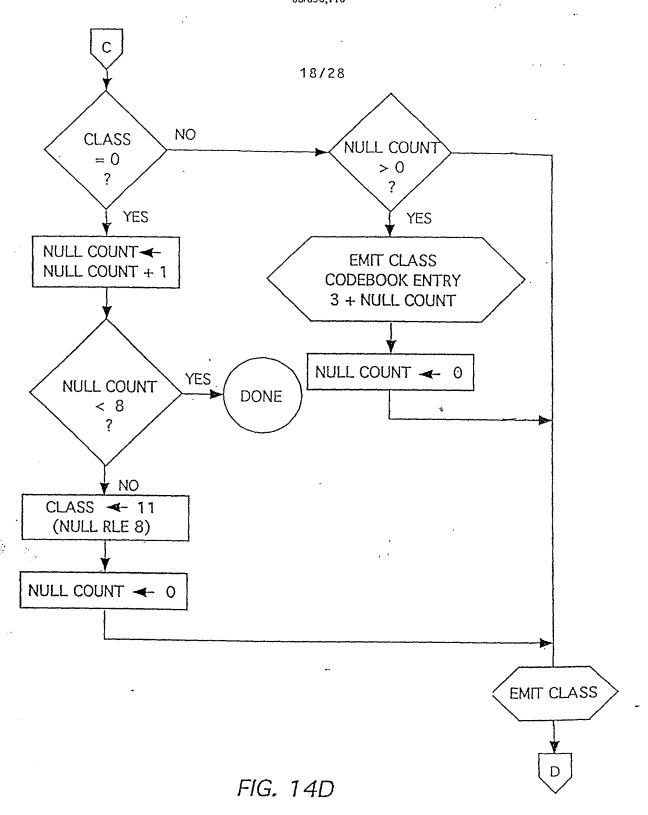
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FIG. 14A





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Title: Smart Card For Storage and Retrieval of Digitally Compressed Color Images
Inventor: Anthony H. Otto
08/836,116

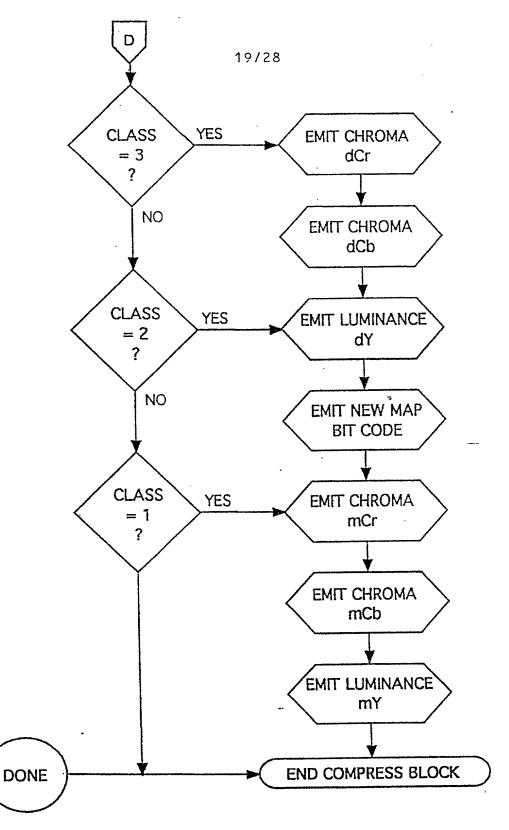
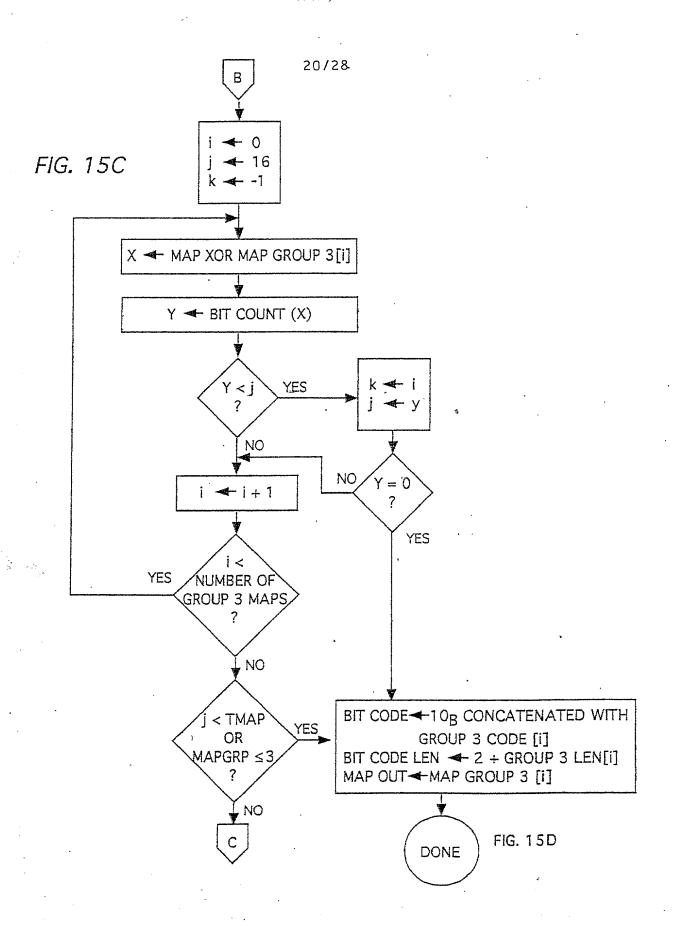
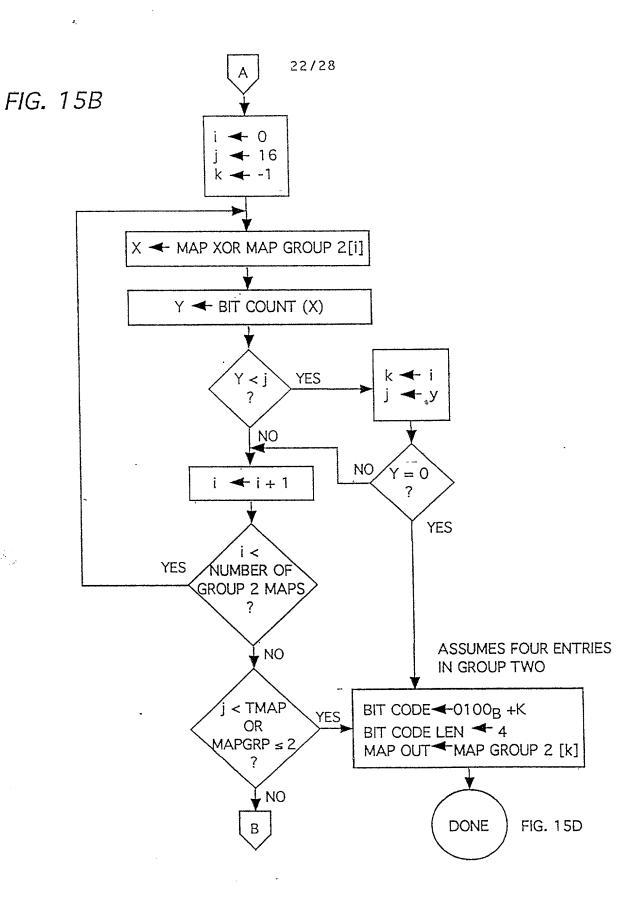


FIG. 14E





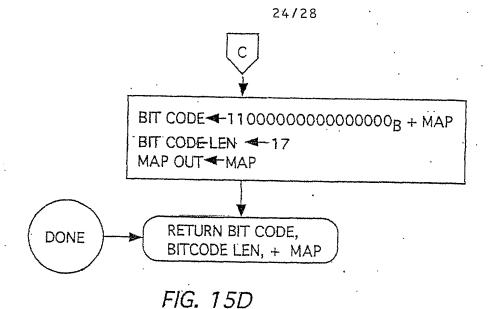
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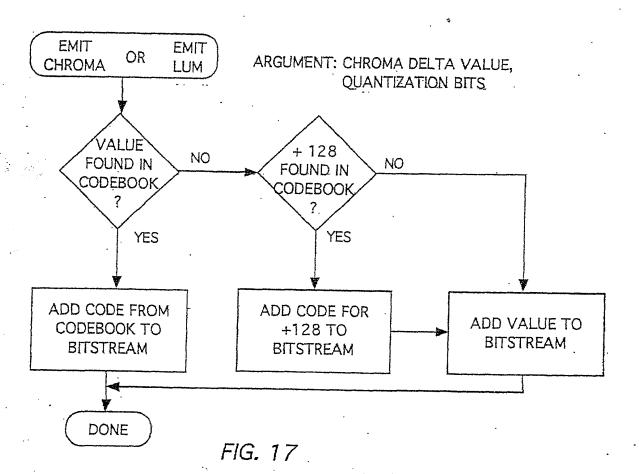
FIG. 16A

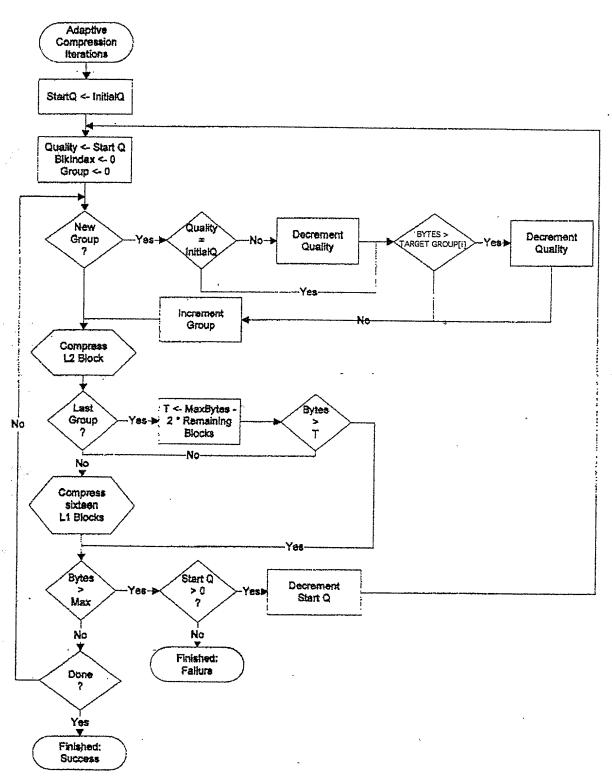
D	D	D	D	D	D
D	C	В	В	С	D
D	В	Α	Α	В	D
D	В	Α	Α	В	D
D	С	В	В	С	D
D	D	D	D	D	D

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NON- TRUNCATED	60 52 44 32 33 45 53 61 54 34 24 6 17 5 35 55 46 26 12 4 5 13 27 47	50 52 40 32 33 41 53 61 56 36 24 6 17 25 37 57 48 28 12 4 5 13 29 49 42 20 8 0 1 9 21 43 44 22 10 2 3 11 23 45 50 30 14 6 7 5 31 51 58 38 26 8 19 27 39 59 52 54 46 34 35 47 55 63	62 58 54 44 45 55 59 63 56 46 34 26 2735 47 57 50 30 6 10 11 17 31 51 40 24 12 4 5 3 5 41 38 8 6 0 1 7 19 39 42 22 8 2 3 9 23 3 52 32 20 14 15 21 33 3 60 8 36 28 29 87 49 61
TRUNCATED	X X 44 82 33 45 X X X 34 2 4 6 17 5 35 X 46 26 12 4 5 3 7 47 36 18 6 0 1 7 19 7 38 20 8 2 3 9 21 9 48 28 14 011 5 29 49 X 40 30 22 23 31 41 X X X 50 42 43 51 X X	X X 40 32 33 41 X X X 36 24 617 25 37 X 48 28 2 45 3 29 9 42 20 8 0 1 3 1 43 44 22 10 2 3 1 23 45 50 30 4 6 7 5 31 51 X 38 26 1819 27 39 X X 46 3435 47 X X	X X 50 44 45 51 X X X 46 34 26 27 85 47 X 48 80 6 1011 17 31 49 40 24 2 4 5 3 25 41 38 8 6 0 1 7 19 89 42 22 8 2 3 9 23 3 X 32 20 14 15 21 33 X X X X 36 28 29 87 X X
CONTROL POINTS	1/2	1/2 — 1/2 — 1/4 — 2 — 1/4 — 3 — 3 — 1/4	1/3 1 1/3 1 2 3 3 1/3 1

FIG. 16B







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| ± | ±.

FIG. 18

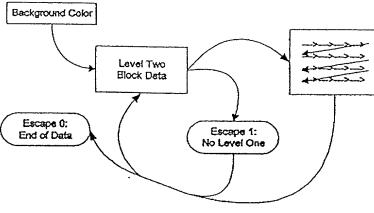


FIG. 19

BLOCK DATA FOR EACH OF SIXTEEN LEVEL ONE BLOCKS

Heavy Edge Filter						
Α	CC	E/Z	D	E		
F/2 K/2	K4 G4 K4 L4	FEEE	V2 N/2	7/2 1/2		
K/2 F/2	134 134 134 134	- 124 124 124 124	N/2 V2	0/2 J/2		
P	Q/2 R/2	R/2 G/2	S	Т		
U	Y/2 W/2	WW VIZ	X	Υ		

	Input					
Α	В	С	D	E		
F	G	Н	1	J		
K	L	M	N	0		
Р	Q	R	s	Т		
U	٧	w	Х	Υ		

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Light Edge Filter						
Α	38/4 C/4	3C/4 B/4	D	E		
SFIA K/4	9G/18 3H/16 3L/16 3M/18	30/16 30/16 1/16 1/16	314 144	3.1/4 C/4		
G4 SK4	94/16 314/16 30/18 H/16	94416 31/16 31/16 G/16	3N/4 44	30/4 J/4		
P	30/4 R/4	3R/4 Q/4	S	Τ		
U	3V/4 V//4	3W/4 V74	X	Υ		

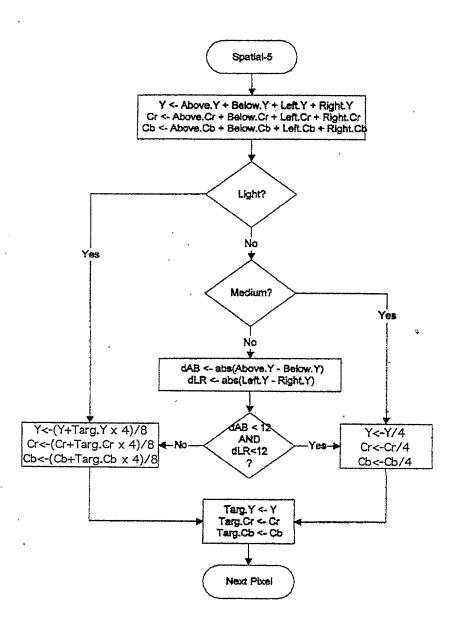
Medium Edge Filter				
Α	28/3 C/3	2C/3 B/3	D	E
2F/3 K/3	4G/9 2H/9 2L/9 M/9	4H/9 2G/9 2M/9 L/9	252 N/3	21/3 O/3
2K/3 F/3	4L/9 2M/9 2G/9 H/9	21./9 21./9 21./9 G/9	2N/3 V3	20/3 J/3
P	20/3 R/3	28/3 C/3	S	Т
ប	2V/3 W/3	2W/3 V/3	X	Y

FIG. 20D

FIG. 20A

FIG. 20B

FIG. 20C



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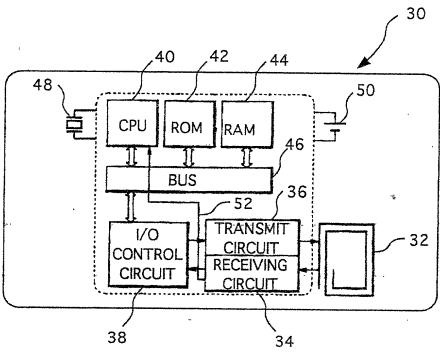
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FIG. 21



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FIG. 22